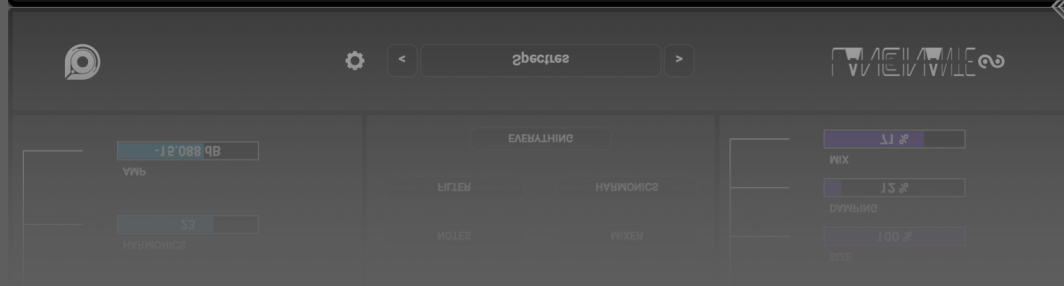


# Inear Display

## Lancinantes

### User Guide

Version 1.2



# Table Of Contents

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Introduction	3
Overview	4
Installation and First Launch	5
Interface Overview	6
Signal Flow	7
Loading and Saving Presets	8
Notes Module	9
Mixer Module	10
Filter Module	11
Delay Module	12
Reverb Module	13
Master Module	14
Randomizer Module	15
Configuration Menu	16

# Introduction

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Thank you for using Lancinantes!

To get the most out of it please take some time to read this manual.

# Overview

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Lancinantes is a drone synthesizer plugin : having no amplitude control envelope, its oscillators are freely running, generating a constant sound. Three special additive oscillators are layered, allowing the creation of chords that can be conformed to a melodic scale.

The oscillators are built around harmonic combinations where each partial has a random amplitude modulation applied to create perpetual subtle variations. New sets of harmonics can manually be regenerated at will.

A mixer section allows you to adjust individual oscillators levels as well as the amplitudes of a sub oscillator and a white noise generator. The mixer output then goes through a resonant filter, an overdrive, a delay, and a reverb to further shape the sound.

Most of the settings can be set to random values thanks to a versatile randomizer section.

Of course, the real fun starts when you automate the controls and run Lancinantes through your favorite effects...

# Installation and First Launch

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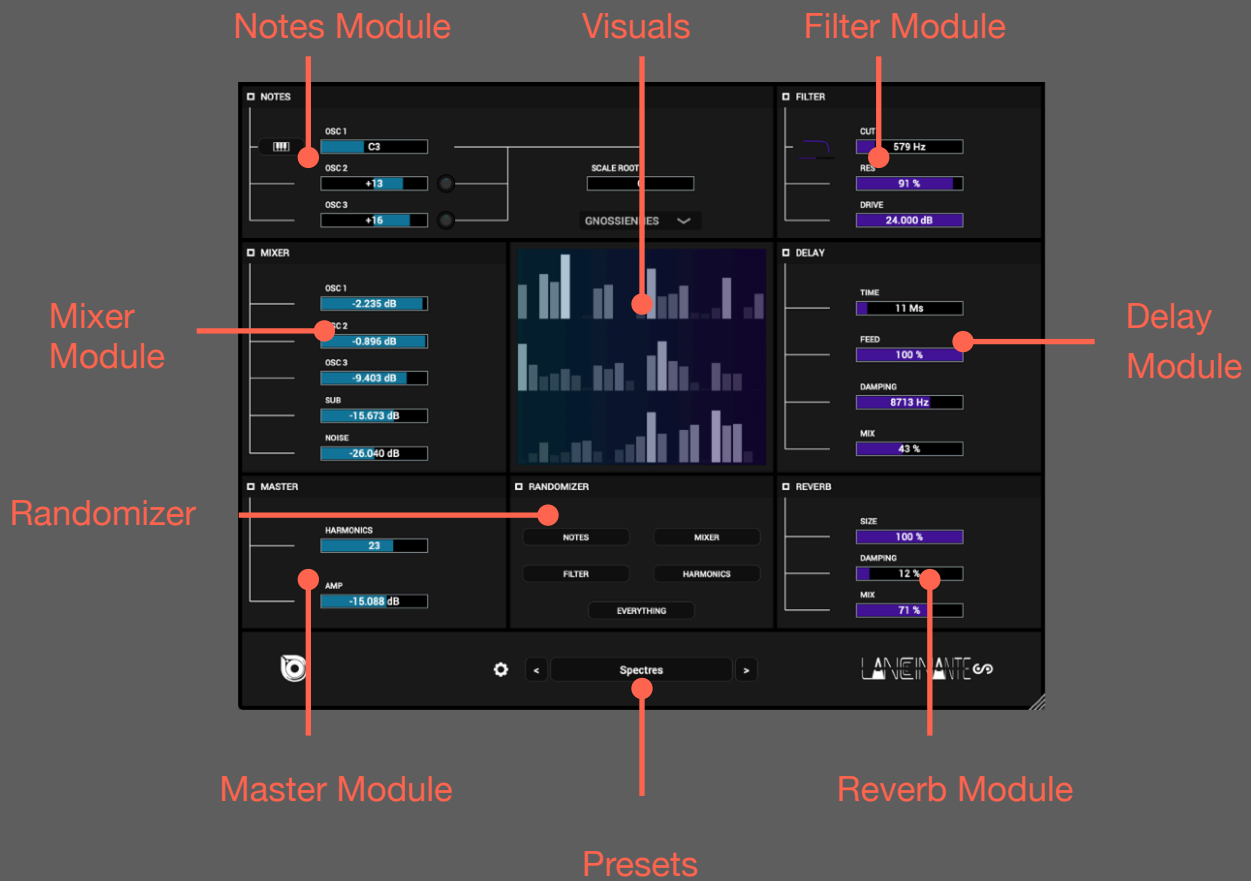
To use Lancinantes, **you need a VST3 or Audio Unit host** such as Ableton Live, Logic Pro, Cubase, Bitwig, Reaper, FL Studio, Renoise, etc...

 **Lancinantes is only available as a 64 bit plugin.**

- **MAC OS** : the installer will place the plugin files in the correct folders automatically but **you will need to install the presets separately**. You will find a dedicated installer for the presets in the DMG.
- **WINDOWS** : the installer will place the VST3 in the appropriate folder.

Once you have installed the plugin, you can open your host and you will find Lancinantes in the instrument plugins list.

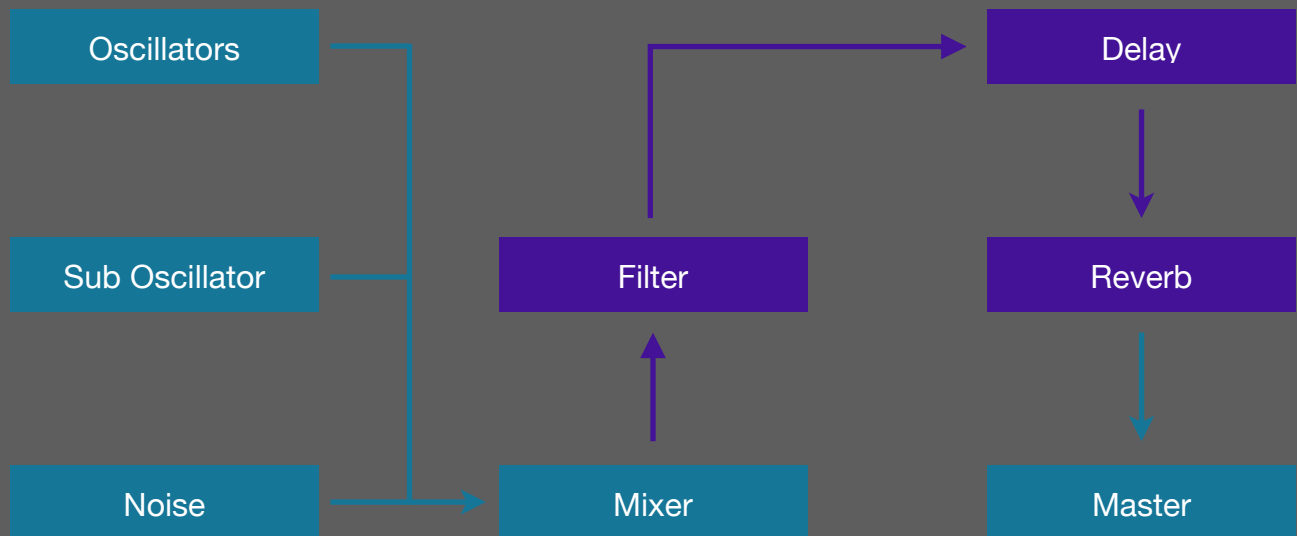
# Interface Overview



💡 You can resize the plugin by dragging the handle in the bottom right corner. The size will be saved to the plugin preferences and restored the next time you instantiate it.

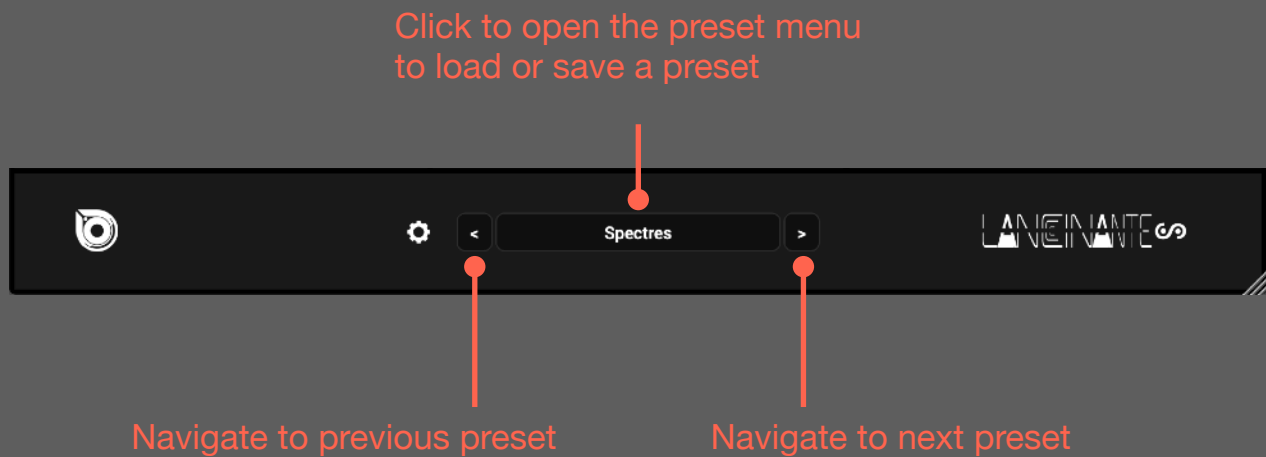
# Signal Flow

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# Loading and Saving Presets

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To save a preset, click on the preset name : this will open a menu where the first option is **SAVE PRESET...**

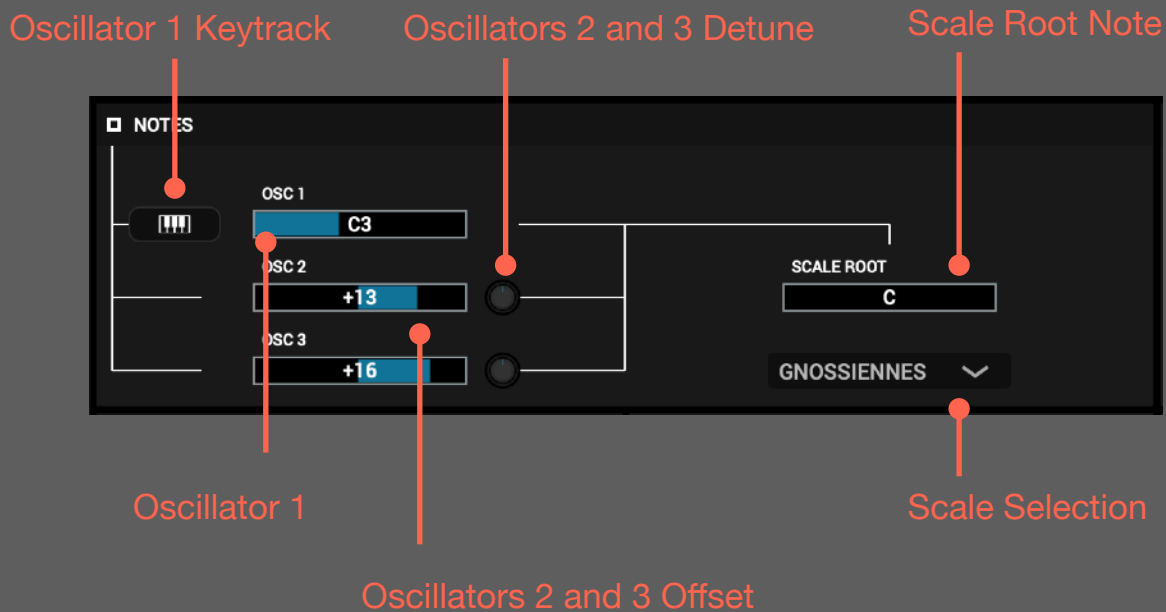
⚠ The preset save function is disabled in the Demo version.

⚠ Only preset files saved at the root of the preset directory will be detected by the plugin!

💡 To manage the presets, you need to access the presets directory in the Finder/Explorer by selecting the appropriate option in the **Configuration** menu. Then you can just move or delete the files you wish as you would do for any other files.



# Notes Module



To create a chord, set the note for **Oscillator 1** to the desired value and offset **Oscillators 2 and 3**. The offsets are related to the Oscillator 1 note.

When the **Keytrack** button is toggled on (blue), the Oscillator 1 control is bypassed and the note used will be the last received MIDI note. This allows you to sequence melodic progressions from your DAW.

Additionally, you can **detune** oscillators 2 and 3 using the knobs on the right side of their offset controls.

On the right side of the module, the **Scale** controls allow you to conform the three Oscillators notes to a melodic scale. This function is very useful to keep control over the randomizer results or to automate the note parameters.

By default, the scale is set to Chromatic which will let all the notes pass through. If you apply a different scale, the notes which are not in the scale will be transposed to the nearest note in the scale.

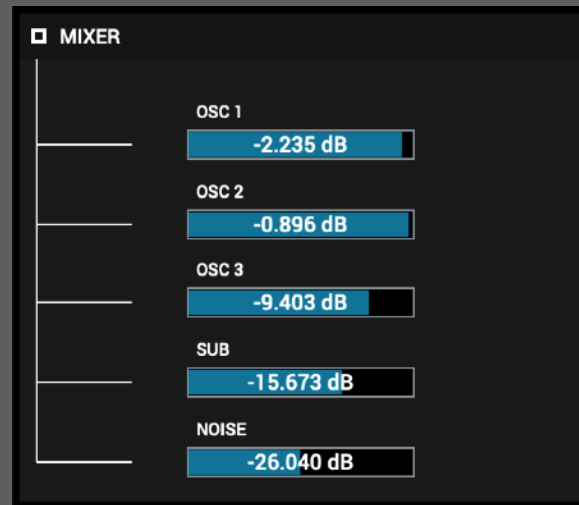
You can select a different root note for the scale using the **Scale Root** control.

# Mixer Module

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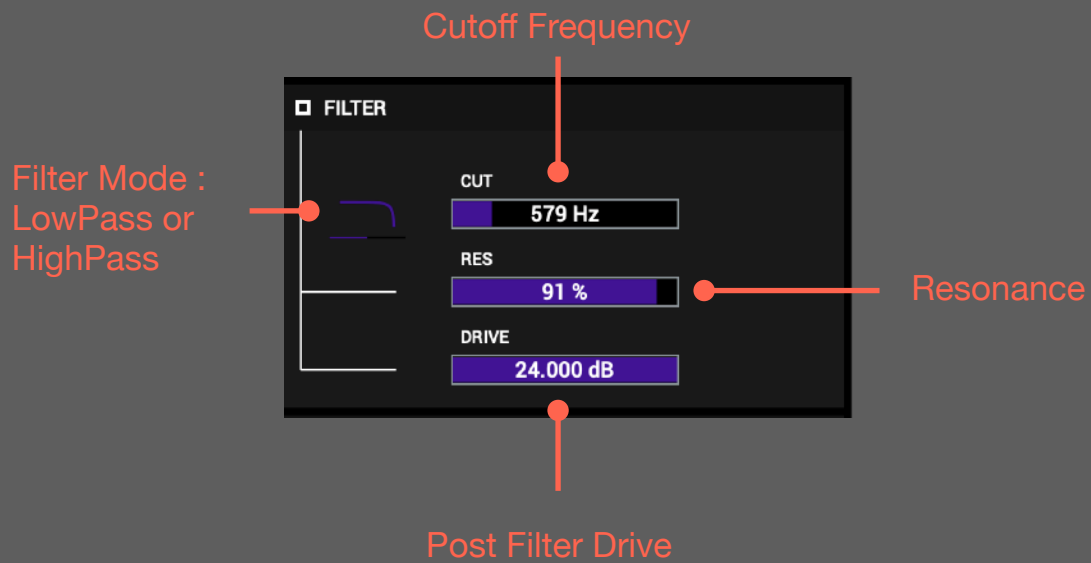
This Module lets you adjust the amplitudes of the different generators.

⚠ The SUB and NOISE generators do not have any controls apart from the levels exposed via this module.



# Filter Module

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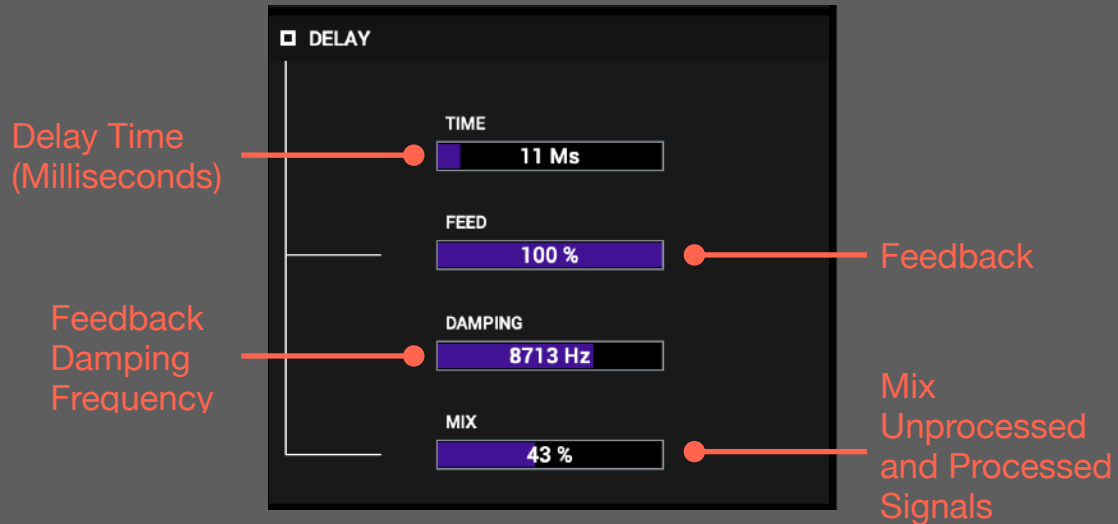


This module provides a filter and an overdrive to further shape the timbre of the generators.

# Delay Module

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A delay effect with feedback damping.



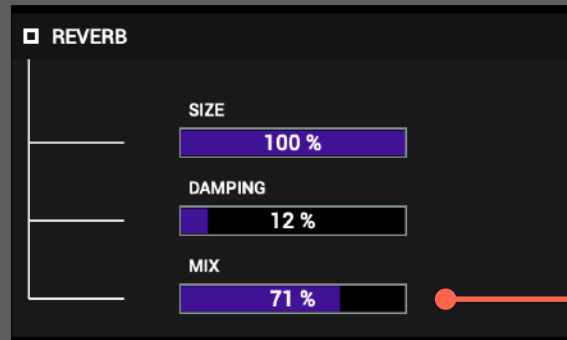
💡 Subtle tweaks of the delay time at short values (less than 40 Ms) with high feedback values can result in interesting resonances depending on the tuning of the harmonics and the filter resonance.

💡 Click on **CMD**(Mac) or **CTRL**(Windows) to make fine adjustments to any fader.

# Reverb Module

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A simple reverb effect to give some depth to the sound.



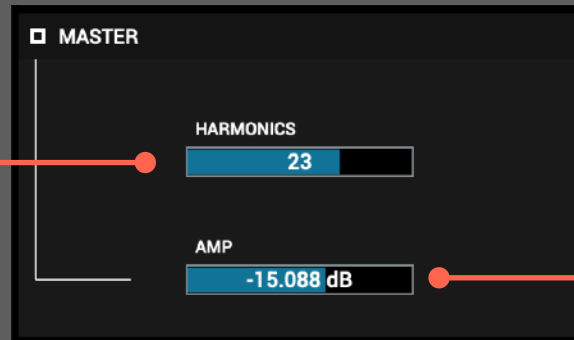
Mix  
Unprocessed  
and Processed  
Signals

# Master Module

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This module lets you adjust general settings of the plugin.

Number of  
Harmonics  
generated by  
each oscillator

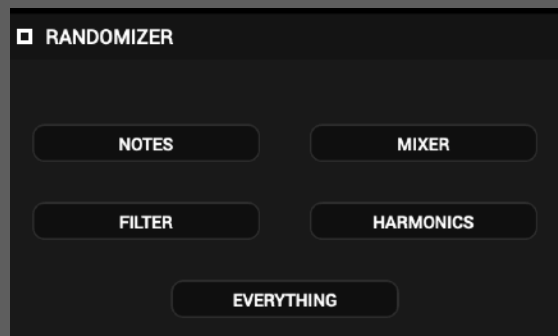


Global Output  
Amplitude

**⚠** The number of harmonics drastically impacts the CPU usage of the plugin. If you are using an old computer, try setting this parameter to a lower value (this impacts the sound color).

# Randomizer Module

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Clicking on one of these buttons will randomize a set of parameters.

- **NOTES** : sets the three oscillators notes to random values (while preserving the scale settings).
- **MIXER** : sets the mixer levels to random values.
- **FILTER** : sets the filter type, cutoff and resonance to random values.
- **HARMONICS** : regenerates a new set of harmonics for the three oscillators.
- **EVERYTHING** : acts as if you had clicked on all the buttons above.

# Configuration Menu

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By clicking on the **gear icon**  on the left side of the preset zone, you can access global options of the plugin :

- **RESET TO DEFAULT VALUES** : sets all the parameters to their default values.
- **SHOW PRESETS FOLDER** : access the folder where the presets are stored in the Finder/Explorer.
- **SHOW PREFERENCES FILE** : access the file where the plugin settings are stored in the Finder/Explorer.
- The last line of the menu displays the plugin **version** information.